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Method for representing animated menu buttons

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## Method for representing animated menu buttons

### Field of the invention

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This invention relates to a method for adding animated menu buttons to an optical storage medium.

### 10 Background

Today's optical storage media formats are capable of supporting visual menus, e.g. for content management or control functions. Applications of such visual menus are  
15 the selection of one out of multiple titles on the disc, the selection of a chapter within a title, and others. From the user perspective, such menus consist of a number of buttons shown on the display. The user may navigate within the menu, e.g. by pushing the up, down, left and right  
20 buttons on his remote control to select a menu button, and may activate a menu button through some kind of "OK" button on the remote control. An indicator, usually a highlight or an arrow, may provide feedback to the user, showing which button is currently selected or activated. A menu button  
25 may have one of the states "normal", "selected" or "activated".

However, known DVD menus are rather limited concerning extra features, since they contain only static visual  
30 buttons.

Further, a subtitling specification contained in the document "ETS 300 743: Digital Video Broadcasting (DVB); Subtitling System" (DVB-ST), provided by the European  
35 Telecommunication Standardization Institute (ETSI), is known for embedding subtitles into video sequences.

Summary of the Invention

5 The present invention may be utilized to give more feedback to the user who operates a menu related to an optical storage medium. The feedback comprises visually and/or aurally animated buttons. A method to provide such feedback is disclosed in claim 1.

10 A storage medium that contains an animated menu is disclosed in claim 9.

An apparatus suitable for presenting such menu is disclosed in claim 10.

15

According to the invention, a menu button shown on a display may look different, depending on its state. The state may be "normal", "selected" or "activated", and for each of these states the button may have different color or shape. Additionally, a sound or sound sequence may be  
20 attached to some or all menu buttons, depending on the buttons state. Examples for sounds are a click or a melody, or a speech sequence. The current invention provides a data structure by which those additional features can be  
25 described.

Advantageous embodiments of the invention are disclosed in the dependent claims, the following description and the figure.

30

Brief description of the drawing

An exemplary embodiment of the invention is described with reference to the accompanying drawing in Fig.1, which shows  
35 an on-screen menu according to the invention, and a corresponding remote control.

Detailed description of the invention

Fig.1 shows a video screen 1 containing a menu that  
5 comprises buttons 2,3 and related text describing the  
buttons. When a user presses a button 5,6 on a remote  
control 4, the state of a button 2,3 may change, and also  
the representation of the button. In Fig.1 one button 2 is  
selected, and thus looks different from the unselected  
10 buttons 3. When the user e.g. presses the "right" button 6  
on the remote control, another button 3 is selected being  
right from the currently selected button 2. When the user  
presses the "OK" button 5, the selected button is  
activated, and the function associated with the selected  
15 button is performed. The selected button 2 according to the  
invention is animated, e.g. has another color and another  
shape than an unselected button 3, and its color or shape  
may change. Particularly, the button may also be replaced  
by a moving symbol, a moving cartoon or the like, depending  
20 on the state.

A preferred embodiment of the invention is based on the  
syntax and semantics of the subtitling specification  
contained in the document "ETS 300 743: Digital Video  
25 Broadcasting (DVB); Subtitling System" (DVB-ST), provided  
by the European Telecommunication Standardization Institute  
(ETSI). To provide enhanced capabilities for menus relating  
to optical storage media, the page composition segment  
defined in DVB-ST is extended to describe animated menu  
30 buttons and to associate a sound or sound sequence to a  
button. The enhanced page composition segment is herein  
called a "menu page composition segment".

This invention, like DVB-ST, uses page composition segments  
35 to describe the position of one or more rectangular regions  
on the display, assuming that a region contains a

representation of one button in a certain state, e.g. as pixel data or bitmap. Each button image is thus addressable through an identifier (ID), or "region\_id". In this embodiment of the invention, backward compatibility is kept  
5 with DVB-ST by using an associated segment type ID for the menu page composition segment. The menu page composition segment is defined as listed in Tab.1.

The "menu page composition segment" according to the  
10 invention may also replace the original page composition segment, e.g. in DVB-ST. A menu page composition segment describes a menu and provides the necessary layout and timing information as well as additional control information.

15 In one embodiment of the invention, being a simple case with static menus, each button is represented by e.g. three images. A first image represents the button in the "normal" state, a second image represents the button in the  
20 "selected" state and a third image represents the button in the "activated" state. These images may be stored e.g. as bitmap files on the storage medium, and may be used to display the menu.

25 In another embodiment, going beyond static menus, the menu page composition segment also allows to describe animated buttons. In this case, the "normal" state and the "selected" state of a button are each represented through a series of images that are displayed, and may be e.g.  
30 cyclically repeated, on the screen to achieve the animation effect. Also for the "activated" state of a button an animation can be defined, but here it may be advantageous to display the animation phases only once, because the menu  
35 will usually disappear or be modified after a button was activated.

For all button animations of a menu the menu author can specify an animation frame rate, defining how long each phase of an animation is displayed.

- 5 Advantageously, the invention also provides the possibility to give aural feedback to the user. If a button is either in the "selected" state or in the "activated" state, it may be assigned a sound identifier associated with a sound, which may be stored on the storage medium. The associated  
10 sound is played back when the button enters the respective button state. In one embodiment of the invention the associated sound is played back repeatedly, as long as the button is in the respective state.
- 15 The structure of the menu page composition segment and the semantics of the fields of the menu page composition segment are based on the structure and semantics given in DVB-ST, Section 7.2.1 "Page composition segment". Additional semantics definitions are used for an enhanced  
20 menu according to the invention.

Tab.1 shows the structure of a menu page composition segment according to the invention. Lines 1-8 are identical to the subtitle segment of the DVB-ST standard, giving the  
25 possibility to keep backward compatibility. The meaning of the fields shown in Tab.1 is described in the following. The addressing of pixels is based on a coordinate system whose origin is defined by the top-left corner of the associated video screen. Pixel addresses increase from left  
30 to right and from top to bottom. The dimensions of the associated video are defined as `video_width * video_height`.

	Field	Size	Type
1	menu_page_composition_segment () {		
2	sync byte	8	bslbf
3	segment type	8	bslbf
4	page id	16	bslbf
5	segment length	16	uimsbf
6	page time out	8	uimsbf
7	page version number	4	uimsbf
8	page state	2	bslbf
9	animation frame rate code	4	uimsbf
10	reserved	6	bslbf
11	while (processed length < segment length) {	8	uimsbf
12	button number	16	uimsbf
13	button horizontal address	16	uimsbf
14	button vertical address		
15	neighbour info()	8	uimsbf
16	upper button number	8	uimsbf
17	lower button number	8	uimsbf
18	left button number	8	uimsbf
19	right button number		
20	normal state info()	8	uimsbf
21	start region id normal	8	uimsbf
22	end region id normal	8	uimsbf
23	selected state info()	16	uimsbf
24	start region id selected	8	uimsbf
25	end region id selected	8	uimsbf
26	action state info()		
27	start region id activated	8	uimsbf
28	end region id activated	8	uimsbf
29	button command info()		
30	sound info()		
31	selected sound id	8	uimsbf
32	activated sound id	8	uimsbf
33	}		
34	}		

Tab.1: Syntax of a menu page composition segment

A segment is generally a data unit within the storage area.

- 5 The segment\_type defines its type. The menu page composition segment may be identified by setting e.g. segment\_type = 0x18, since this value is not used in DVB-ST yet. The other fields in lines 2-8 of Tab.1 define the segment data set.

10

The animation\_frame\_rate\_code field specifies the frame rate of animations in the case of animated buttons being used. It applies to a range of regions specified by



start\_region\_id\_xxx and end\_region\_id\_xxx, with the "xxx" referring the state of a button. If a start\_region\_id\_xxx and its corresponding end\_region\_id\_xxx differ, they define a range of regions that shall be presented with this animation frame rate. For the normal and selected state, the presentation may be cyclically repeated; for the "activated" state, the presentation shall be performed only once. When any start\_region\_id\_xxx is identical to the associated end\_region\_id\_xxx, this designates a static or non-animated button state. Only the region designated by start\_region\_id\_xxx is displayed, and for that button state the animation\_frame\_rate\_code shall have no meaning.

Tab.2 shows an exemplary list of animation\_frame\_rate\_codes. An animation may be visible at full video frame rate, e.g. 30-pictures per second, meaning that with each video frame another phase of the animation is displayed. It may also be sufficient to display only with every other video frame another phase of the animated button, thus achieving another effect. Further, it is possible to define the frame rate to either be relative or absolute. Therefore the values of the animation\_frame\_rate\_code field have two different meanings, depending on if an associated video is present. In this case the animation\_frame\_rate\_code gives the animation frame rate relative to the video frame rate, otherwise it gives the absolute frame rate.

animation_frame_rate_code	Relative animation frame rate	Abs. animation Frame rate
0x0	Reserved	Reserved
0x1	Full video frame rate	30 Hz
0x2	½ of video frame rate	15 Hz
0x3	¼ of video frame rate	8 Hz
0x4	1/8 of video frame rate	4 Hz
0x5	1/16 of video frame rate	2 Hz
0x6	1/32 of video frame rate	1 Hz
0x7 - 0xF	reserved	Reserved

PD030034-KÖ-2003-03-25

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## Tab.2: Example of animation\_frame\_rate\_code

The button\_number field specifies a number that is an internal identifier for a button, and is used for the fields defined below, e.g. the neighbour\_info() field. Additionally, when button\_number is entered directly through the user interface (UI), the associated button may be activated. Therefore a button\_number is unique within the menu. It may be e.g. a two-digit number in the range between 0 and 99.

Some fields used for menu animation according to the invention must be specified separately for each button. They are listed from line 11 of Tab.1, where a loop over all buttons starts. Each instance of the loop refers to one button. Implicitly, the button described by the first instance of the while-loop within menu\_page\_composition\_segment() may be considered as "selected" when entering the menu, and may be considered as "activated" if a page timeout for the menu is set and becomes active.

The button\_horizontal\_address field specifies the horizontal address of the top left pixel of the button. The specified horizontal position may be in between 0 and video\_width-1.

Likewise, the button\_vertical\_address field specifies the vertical address of the top left pixel of the button. The specified vertical position may be in between 0 and video\_height-1.

The upper\_button\_number field specifies the button to be selected when the user navigates upward from the current button. The lower\_button\_number field specifies the button to be selected when the user navigates downward from the current button. The left\_button\_number field specifies the

button to be selected when the user navigates left from the current button. And the `right_button_number` field specifies the button to be selected when the user navigates right from the current button.

5

The `start_region_id_normal` field specifies the ID of the first region to be presented for a button presentation in normal state, and the `end_region_id_normal` field specifies the ID of the last region to be presented for a button presentation in normal state. All regions with an ID between and including `start_region_id_normal` and `end_region_id_normal` shall exist; if `start_region_id_normal` differs from `end_region_id_normal`, that range of regions shall be presented cyclically with the animation frame rate as defined by `animation_frame_rate_code`.

The `start_region_id_selected` field specifies the ID of the first region to be presented for a button presentation in the selected state, and the `end_region_id_selected` field specifies the ID of the last region to be presented for a button presentation in the selected state. All regions with IDs between `start_region_id_selected` and `end_region_id_selected` shall exist; if `start_region_id_selected` differs from `end_region_id_selected`, that range of regions shall be presented cyclically with the animation frame rate described by `animation_frame_rate_code`.

The `start_region_id_activated` field specifies the ID of the first region to be presented for a button presentation in activated state, and the `end_region_id_activated` field specifies the ID of the last region to be presented for a button presentation in activated state. All regions with IDs between `start_region_id_activated` and `end_region_id_activated` shall exist; if `start_region_id_activated` differs from

PD030034-K5-2003-03-25

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end\_region\_id\_activated, that range of regions shall be presented once with the animation frame rate described by animation\_frame\_rate\_code.

- 5 The button\_command\_info() field serves as a container for commands associated with this button, specifying the commands to be performed when the button is activated.

- 10 Finally, the selected\_sound\_id field specifies the ID of the sound to be played when the button enters the "selected" state, and the activated\_sound\_id field specifies the ID of the sound to be played when the button enters the "activated" state.

- 15 The invention may be used particularly for menus stored on Blu-ray discs, but also DVD or other optical or non-optical high-capacity storage media.

20

## Claims

1. A method for representing menu buttons (2,3), the menu buttons (2,3) having an associated state, the state being unselected (3), selected (2) or activated, characterized in that
  - data representing the menu items and the menu buttons are stored on a storage medium;
  - a menu button is represented differently, depending on its state; and
  - the state of a menu button is specified by its representation, e.g. color, shape or associated sound.
2. Method according to claim 1, wherein the data representing a menu button on the display are image data, being a still picture or a sequence of pictures.
3. Method according to claim 2, wherein for a certain state the sequence of pictures representing a button is repeated as long as the button remains in its state.
4. Method according to claim 2 or 3, wherein the rate at which a sequence of pictures is displayed is stored on said storage medium.
5. Method according to claim 4, wherein the rate is an absolute rate, or relative to the video frame rate.
6. Method according to any of the previous claims, wherein a sound or sound sequence may be associated to a state of a menu button, the sound or sound sequence being played back upon entry of the button into the associated state.
7. Method according to any of the previous claims, wherein the display position of a menu button is determined by a region identifier, the region identifier being stored

on said storage medium.

- 5 8. Method according to any of the previous claims, wherein the data structure on said storage medium contains a segment defining the page composition, the data segment containing said data representing the menu items and the menu buttons.
- 10 9. A storage medium containing a data segment representing menu data, the menu data comprising menu buttons, wherein the menu buttons may be represented according to any of the methods of claims 1-8.
- 15 10. An apparatus for displaying a menu on a screen, the menu being controlled by menu data read from a storage medium and the menu comprising menu buttons, wherein the menu buttons may be represented according to any of the methods of claims 1-8.

20

## Abstract

Optical storage media often contain data structures for a menu suitable for selection of a title, a chapter, a parameter or others. Such menus usually comprise a number of buttons to be displayed, with each button having a state. Possible states of buttons are "unselected", "selected" or "activated". According to the invention, the representation of a menu button may vary, depending on its state. An image or an image sequence, e.g. cartoon, may be associated to a buttons state, providing user animation. Further, a sound or sound sequence, e.g. melody or click, may be associated to a buttons state, and may be played back when the button enters this state. A data structure is disclosed which allows storage of such menu data e.g. on a Blu-ray disc.

Fig.1

20

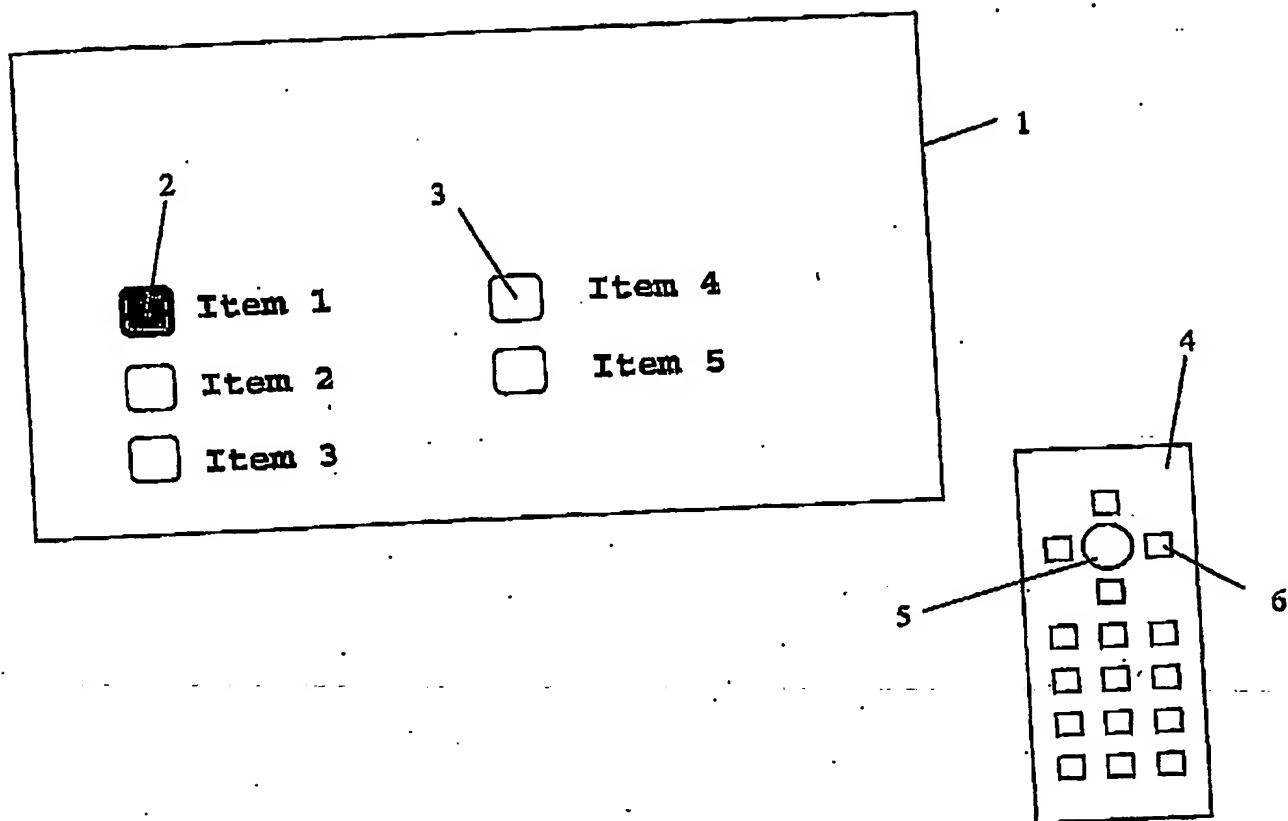


Fig.1



PCT/EP2004/002561



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